Patrick Jesse O'Hern

Chicago, Il ● ohern_p@yahoo.com ● 505.301.5464 ●www.github.com/pohern
● www.linkedin.com/in/patrick-ohern/ ● https://www.patrickohern.page

From bar manager to full-stack software engineer, I always strive to alleviate the problem and come to the solution in a level-headed manner, working quickly to solve problems in high pressure situations. I strive for autonomy and work life balance. I look forward to using my past experience to help solve the problems of today.

Skills

● Jest	● BootStrap	● Python	● React	● CSS
● MongoDB	● JavaScript	● Node.JS	● Django	● HTML

Experience

Software Engineer theCOOP | Remote   **March 2021 - Current**
- An early stage startup founded to help career changers accelerate their transition into the Engineering and Design fields by providing them real world experience and mentorship, building projects and working in Agile teams, and delivering on deadlines.
- Collaborate with product manager and design team to translate Figma files for new features and prototypes into full stack products from ideation to production.
- Prepare and give "lightning talks": presentations on technologies in Coop stacks and projects including Chromium browsers, RESTFul APIs, React.js and Vue.js
- Contribute to documentation for Coop products and internal procedures, building the culture of a new start up environment

Winner of General Assembly's Small Business Hackathon   **March 23 - 25, 2021**
- Cross-functional team conceptualization and development of a product prototype called "Sales Forecasting" to help small restaurants recover from the economic impact of the pandemic. Sales Forecasting is a dashboard which can be integrated into a small restaurant's POS system. Along with weather and upcoming event widget, managers can see the projected sales for each day of the week - modeled on historic sales and local event data - and efficiently optimize scheduling and ordering, while improving budgets, cutting labor costs, and reducing waste.

Software Engineering Fellow

General Assembly Software Engineering Immersive | Austin(Remote)   **Oct 2020- Feb 2021**
- Participated in a full-time immersive Software Engineering course, completing in-class projects, hackathons, and personal projects focused on real-world applications of data science principles and best practices. Developed a portfolio of individually and collaboratively focused in-class projects, that can be found on my portfolio.

Bar Manager Funky's LLC | Oxford, MS   **Feb 2016 - Feb 2020**
Bartender The Library Bar and Restaurant | Oxford, MS   **Sept 2014 – Feb 2016**
Engineering Support Summer 2014 National Institute of Environmental Health Sciences | Raleigh, NC
- Working with senior mechanical engineers to create one-line diagrams of the physical systems
- Worked with maintenance staff to verify point names for control valves, differential pressure gauges, temperature sensors, and flow meters.

Education

Software Engineering Immersive, General Assembly, 2021
Bachelor's Degree Mechanical Engineering, University of Mississippi, 2010-2015